

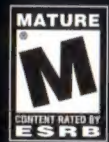
3RD PERSON ACTION-ADVENTURE HAS NEVER BEEN SEXIER  
WITH DANGER GIRL, BASED ON THE BEST-SELLING COMIC BOOK SERIES BY  
J. SCOTT CAMPBELL & ANDY HARTNELL. DARE TO TAKE CONTROL  
OF 3 BEAUTIFUL YET LETHAL SPIES IN AN ESPIONAGE-THEMED THRILL RIDE.



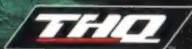
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PlayStation



SLUS-01072/  
01326





#### WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

#### USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

#### HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

#### ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

## Evil Dead: Hail to the King™ Tips and Hints

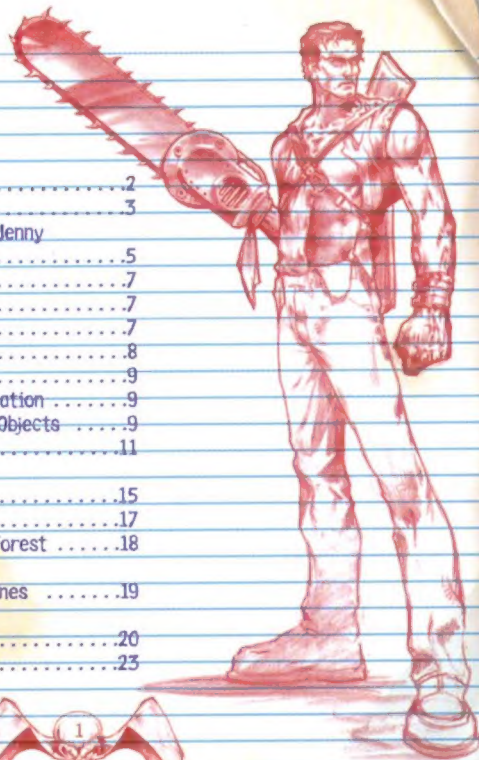
**1-900-370-HINT (4468)**

Must be 18 years of age or have parental permission.

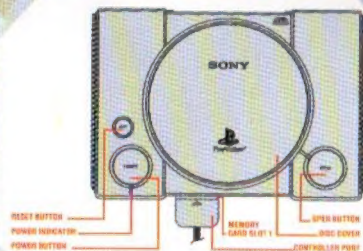
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## Getting Started



Name's Ash. Housewares. Luckily, I had to fill in for Greg in Electronics a few times last year, so operating the PlayStation game console will be a snap.

Set up your PlayStation® game console according to the Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

Insert the *Evil Dead*:

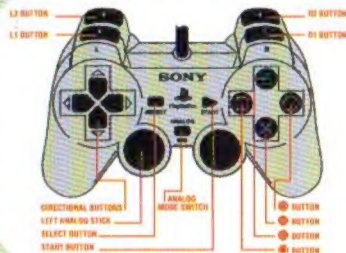
*Hail To The King™* disc and close the Disc Cover. Insert a game controller and then turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

## Memory Cards

To save game progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load saved games from any MEMORY CARD containing previously saved *Evil Dead: Hail To The King™* games. For more information on saving and loading games, go to page 17 (Saving/Loading Games).



## Controls



Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Option mode > Vibration setting. The Vibration setting is not affected by the controller's analog mode switch.










## Menu Controls



Directional Button ↑/↓ ..... Move between selections  
 X Button ..... Confirm selection  
 △ Button ..... Back one selection or screen





## Game Controls

Left Analog Stick	Relative Movement (walk and rotate in the direction you want to move)
Directional Button 	Move Forward
Directional Button 	Jump Back (hold to walk backwards)
Directional Button 	Rotate Clockwise
Directional Button 	Rotate Counter-Clockwise
L1 + Directional Button Right (or Stick Right)	Sidestep Right
L1 + Directional Button Left (or Stick Left)	Sidestep Left
 Button	Use/Activate/Confirm
R2	Start/Rev Chainsaw
 Button	Use Chainsaw
L2 or  Button	Turn off Chainsaw
 Button	Use Left-Hand Weapon
 Button	Ash One-Liner
R1 + Directional Buttons	Run (hold and press direction)
SELECT	Inventory Screen
START Button	Pause Game/Options

**Finishing Move** — During combat with various Deadites, they will fall into a wounded idle state when on the verge of death. This is your chance to finish them off as only Ash could do. Simply step in front of the Deadite and gut it with your chainsaw (press  button). As it flails around in pain, use your left hand weapon (press  button) to finish it off complete with a one-liner!



## The Evil In The Woods and Jenny from Arts & Crafts

It was another long day of duty in Housewares. The nightmares are keeping me up most nights, so it's difficult keeping up the high standard of excellence S-Mart expects from its employees. Yesterday during lunch break, I took a chance and tried an incantation I thought I remembered from the Necronomicon ex Mortis. Roughly translated, the Book of the Dead. I hoped the recitation would stop the nightmares. A "Nictu Gashru Umuna something or another." I figured they'd get the idea and buzz off. But no dice.

The nightmares are bad. Deadites, that old cabin in the woods, flashes of my long history of kicking their rotted flesh asses. But something isn't right. The Deadites are strong. It's as if there's some large evil building and preparing to burst forth onto the human world. Sometimes they actually get to me and slowly tear my flesh with their jagged teeth, roll the meat between their gums, and make me listen as they chew with their mouths open. Then they use their nails to rip the...well you get the idea. The images are bad. Brussel sprout bad.

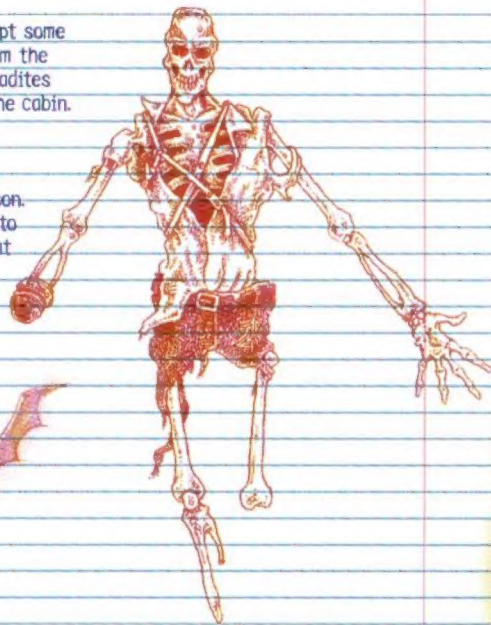
I keep this journal and notebook as a reference in case I need to save the world again. It's been too many years, and there's nothing worse than strapping on the ol' chainsaw and forgetting how to



(cont'd from pg 5)

get the motor started. I've kept some left over copies of pages from the Necronomicon, sketches of Deadites and a map of the area near the cabin.

My girlfriend is Jenny, Assistant Manager of Arts & Crafts...and the voice of reason. She's willing to drive me back to the cabin in the woods so that I can confront my fears and take the nightmares head on. It's gonna be a rough ride...

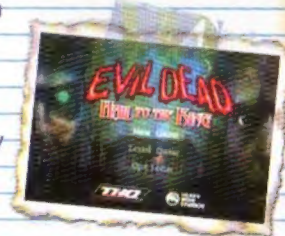


## Main Menu

- ↑/↓ ..... Move between selections
- ⓧ Button ..... Confirm selection
- ⓐ Button ..... Return to previous screen

## New Game

Select this option to start a new game. You will head into the woods with Jenny...to the cabin. Every time you select this option, you will start over again. You will head into the woods with Jenny...to the cabin. Controlled déjà vu.



## Load Game

You can load a previously saved Evil Dead: Hail to the King game by selecting this option to display the Load Game Screen. Once this screen is displayed, move the cursor to the saved game you wish to load and press the ⓧ button. The saved game will load and you will resume play at the saved location.







## Options

Select this to display the Options Screen. There are six options from which to choose:

**Vibration** – Turn the DUALSHOCK™ analog controller rumble feature ON or OFF

**Sound Mode** – Toggle between STEREO and MONO sound.

**Volume** – Adjust the sound volume in the game.

**Credits** – View the credits.

**Exit** – Return to the Main Menu.

Use the Directional Button (← or →) or the Left analog Stick to change the settings.



## Being Ash (Ain't Bad)

Being Ash ain't too bad... except for the unfortunate link to hordes of evil.

Health Bar



## On-Screen Game Information

A health bar indicating Ash's current level of health will drop down in the upper-left corner of the screen when needed. If there is an enemy on screen, it is likely that the health bar will be displayed since the enemy will be trying to put the hurt down. The green health bar will decrease to the left as health diminishes. Less green, less Ash.

## Health, Power-ups and Objects

Just when it seems like all hope (or ammo) is gone, you can probably find a nearby item that will help you. To pick up an item in the environment, walk up to the object and press the button. The inventory screen will be displayed and you can select what you'd like to do with the item. Various items include:

**Health** – Look for first aid kits, various food items and mushrooms that can be converted into food once you have found the handy-dandy Wolverine Survival Guide.





**Ammo** – Look for standard ammo fare like bullets and shotgun shells. You will also find upgrade parts that can be used to modify your existing weapons. After a weapon has been upgraded, the appropriate ammo can be found throughout the environments.



**Blank Tapes** – Use these to save your game progress at any Inventory Chest found throughout the game.

**Gas Cans** – Make sure to collect gas cans to refill your chainsaw with fuel.

**Puzzle Pieces** – Throughout the game, you will have to find various objects in order to solve puzzles needed to advance in certain areas. Pay attention to the cinematics for clues and objectives!



**Necronomicon Pages** – You will have to collect pages from the Necronomicon that have been scattered throughout the woods. Collect them all in order to drive out the evil and seal the gate that brings them into our world.



**Journals & Notes** – During your travels, you will find various journal entries, research notes and other text pages that will provide you with backstory and possibly some useful information.



## Inventory Screen



Press SELECT to pause the game and display the Inventory Screen, which gives you access to your inventory and other options. Once in the Inventory Screen, press SELECT to return to the game.

## Options

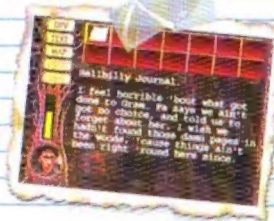
In the upper left corner are five options:

### Inv

Select this option to view your current inventory including weapons and items.

### Text

Select this option to view the various notes, journals and Necronomicon pages you've collected. Use the Directional Buttons or Left analog Stick to select the item of text from the inventory along the top of the screen, then press **X** button to display its text.










### Map


This option allows you to view a map of the area. Your current position is indicated by a yellow dot on the map.

### Chest

Select this option to move items to and from your inventory into one of the Inventory Chests that can be found throughout the game. To do so, step in front of the chest and press the  button to display your inventory and the contents of the chest. To move an item, select

it using the yellow cursor and press the  button. Then move the blue cursor to the empty slot in which you want to move the item. Press  button to move the item. Hit SELECT or use the Inv option to return to the main Inventory Screen.

### Save


You can save your progress to a Memory Card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Use the Directional Buttons to move the cursor and select an available slot. Press the  button to save the game.


## Health Meter


The Inventory Screen has two health indicators for Ash – a meter and a picture of Ash's face. The more wounded the face, the more wounded is Ash. The lower the green bar, the less health Ash has. Use health items to replenish Ash's health.



## Weapons

At the top of the Main Inventory Screen are five weapon slots. The first slot permanently contains the chainsaw. Beneath the chainsaw icon is a red bar that indicates the current level of fuel in the chainsaw. The bar will decrease to the left as fuel is consumed. If you have gas cans in your inventory, you can refill the chainsaw by selecting a gas can in the inventory and pressing the  button.

The remaining four slots are used to display available weapons. The full standard weapon suite includes an axe, pistol, shotgun and rifle. Once a weapon is found, it is automatically added to its slot. Beneath projectile weapons is a small white number that indicates the number of rounds remaining in the weapon. As rounds are used, the number decreases. If you have ammo in your inventory, you can reload a projectile weapon by selecting the appropriate ammo item in the inventory and pressing the  button.

Upgrade parts can be found throughout the game and used to modify the standard weapons. To use an upgrade kit, select it from your inventory, move the blue cursor to the weapon you wish to upgrade, then press the  button. The weapon icon will change to reflect the upgraded weapon. Once a weapon is upgraded, the appropriate ammo will become available as items are found throughout the game.






(cont'd from pg 13)



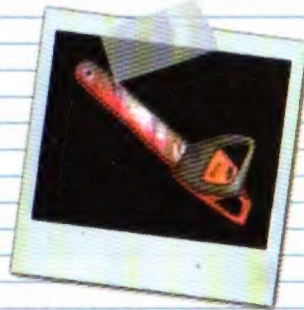
## Objects

On the right side of the Inventory Screen are twelve slots used to store objects and items found throughout the game. These include a range of health kits, ammo, puzzle pieces and the like. To use an item, simply move the cursor to the desired item slot and press the  button. Any subsequent effect will occur immediately, such as a boost in health or increased fuel for the chainsaw.



## Talk Loudly And Carry A Big (Boom) Stick

There are five standard weapons in the game: chainsaw, axe, pistol, shotgun, and rifle. All weapons but the axe can be modified by using upgrade parts found throughout the game. There is one level of upgrade for each weapon, the result of which is increased power.



### Chainsaw

The signature weapon of Ash. Attached at the wrist after cutting off his possessed hand, the chainsaw is most fun when used to gut Deadites.



### Axe

Ash starts the game with the trusty axe from the cabin. Good for chopping wood and Deadites. Obviously this weapon is only useful at a close distance.







### Pistol

This is Professor Knowby's old .45 pistol. Ash starts the game with the pistol in his inventory.

### Shotgun

The 12-gauge double-barreled, walnut stock, cobalt blue steeled, hair-triggered shotgun. Better known as The Boomstick. Holds less ammo but does more damage.

### Rifle

This weapon holds fewer rounds than the pistol but more than the shotgun. Does decent damage. Might be able to find it near that old campground.



## Saving / Loading Games

Sometimes you just need a break from fighting evil and saving the world... again. This is where the Save/Load feature comes in handy.

**Saving Games** - You can save your progress to a Memory Card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Go into the Inventory Screen and select the Save option to display the Save Screen. Then use the cursor to select an available slot. Press the **X** button to save the game.

**Loading Games** - You can load a previously saved Evil Dead: Hail to the King game by selecting the Load Game option from the Main Menu on the Title Screen. Once the Load Game Screen is displayed, move the cursor to the saved game you wish to load and press the **X** button.





## Old Map of the Cabin and Forest

I found this crude map inside Knowby's cabin. It seems to show the surrounding areas near the cabin. This might come in handy once I return to those evil woods.



## The Mad Poet Alzeez of Damascus & the Dark Ones

The Mad Poet. That's what they called Abdul Alzeez of Damascus. The life's work of that primitive screwhead was the Necronomicon ex Mortis. He's the bonehead who translated the ancient texts of the Dark Ones, and prophesized of the Warrior From The Sky who fell from the heavens to save the world from the wretched rule of demons.

The Dark Ones once ruled the earth... long ago. That is until they were banished to their realm. But now it seems they're a little homesick and want to come back to rule over man again. And of course the Book of the Dead is their key to earth's front door. That and sacrificing my girl, Jenny. But that ain't gonna happen. Not if I have anything to say about it.





## Deadite Drawings from the Necronomicon

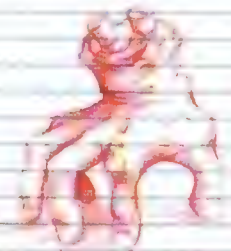
### Evil Hand

Yeah, it's my hand. During my first trip to the cabin, evil got into my hand and it went bad. So I lopped it off at the wrist.



### Bad Ash

The Dark Ones knew of my weird connection to the Necronomicon, so they thought spinning off my evil half to do their bidding would be a good idea. Wrong. He may be bigger and stronger, but he isn't half the man I am. But then again, he's 95% more deadite than me... and that's a problem.



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### Wolverine Troop

I had heard reports of the missing troop of Wolverine Scouts. Seems they went on a little camping trip in the woods. Big mistake. But it's not really my problem... unless they make it my problem. In that case, they're all going to be receiving a Special Badge in Buckshot Collecting from Uncle Ash.



### Deadites

Deadites are the drones of the Dark Ones - their army of slaves eager to eat flesh and carry out the demonic biddings of their masters. Some were once human, others are spawned straight from Hell. Don't know which of them is worse. Doesn't really matter, though. The ol' chainsaw doesn't know the difference... and doesn't care.



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## Hellbillies

Don't know for sure, but there might be another shack nestled somewhere in the woods. Heard it was some sort of weirdo family. I fear that the evil has already reached them. Who knows? I may have to pay those inbreds a little house call.



## Skeletons

These boneheads are just what you think they are – soulless, animated skeletons that were once human... that is, until the evil turned them into their little slaves.

I'm sure there is more evil in the woods and perhaps elsewhere. I know they at least exist in my nightmares. More deadites. More unspeakable horrors. Well... unspeakable at least until I run into them...



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## Credits

Based on <b>EVIL DEAD</b> Sam Raimi Rob Tapert Bruce Campbell	<b>Animation Director</b> Gregory Ecklund	Yongki Yoon Peter Baustaedter	<b>Associate Producer</b> Rob Loftus
<b>Heavy Iron Studios</b>	<b>Character Concepts</b> Carlos Huanes	<b>Compositing</b> Jason Yanofsky Scott Chiu	<b>Assistant Producer</b> Gregg Nakawatase
<b>General Manager</b> Steve Gray	<b>Characters &amp; Animation</b> Kyle Kirby St. John Colon Elliot Coll-Sirota Alex Cei	<b>Robert Yang</b> Bryan Whitaker Jeff Benoit	<b>Senior Product Manager</b> Alison Quirion
<b>Producer</b> Mark Morris	<b>Storyboarders</b> Peter Ramsey Rptn Suwannath	<b>Associate Product Manager</b> Greg Donovan	
<b>Lead Designer</b> Matt Coohill	<b>Digital Artists</b> Jason Yanofsky Richard Matsushita Alex Cei	<b>Audio Supervisor</b> Jeffy Branion	<b>Publicity</b> Liz Pieri Kathy Mendoza
<b>Designers</b> Kris Jackson Jeffy Branion	<b>Bob Rossaff</b> Dave Nix Avi-Dos Bryan Whitaker	<b>System Administration</b> Joachim Thuau Armen Tootian Greg Ercolano	<b>Creative Services</b> Howard Liebeskind Kirk Smdal
<b>Programmers</b> Dan Kallmorgen Marcel Samek Shiraz Akmal Kay Cloud Jake Kauth	<b>Jeff Benoit</b> Lisa Foster Neville Spitzer Peter Baustaedter Rosa Lin Steve Galle	<b>Office Administration</b> Carmen Bogan	<b>Instruction Manual</b> Alan Barusch
<b>Art Director</b> Ira Gifford	<b>Texture Maps &amp; Matte</b> Paintings Chan-Mo Lee Scott Chiu	<b>Additional Level Design</b> Byron Jelden	<b>Lead Tester</b> Greg Manley
<b>Lead Artist</b> Robert Yang	<b>THQ</b> www.thq.com	<b>Executive Producer</b> Scott Krager	<b>Testers</b> Josh Austin Ryan Dotry Dan DeLeon George Erwin AJ Hernandez

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Dan Koontz  
Tim Ogle  
Brian Turner  
Mark Vance



Tommy Tallarico  
Studios, Inc.

Sound Design  
Joey Kuras

Music Composed By  
Tommy Tallarico  
Todd Dennis  
Chris Rickwood  
Jack Wall

Orchestrator  
Steve Salani

Recorded in Budapest,  
Hungary by the  
Hungarian National  
Symphony Orchestra  
and the Budapest  
Chamber Choir

Conductor  
Imre Kollar

Recording Engineers  
Istvan Biller  
Balint Biller

Music Produced By  
Tommy Tallarico  
Forte Music, Los Angeles

Audio Production  
Coordinator  
Thomas V. Tallarico

Renaissance Pictures  
Sam Raimi  
Rob Tapert  
George Strayton  
Ali Rasul  
David Polisson  
Sue Binder

Digital Banshee  
Special Visual Effects

Inferno Campaigning  
Renee Chamberlain

Method Studios  
Inferno System &  
Post-Production  
Services

System Administration  
Scott Taylor

WAMINEY  
Rander Farn  
Tim Elliott  
Josh Colbeck

Packaging &  
Manual Layout  
Axiom Interactive  
Design

Voices

Ash / Evil Ash  
Bruce Campbell

Abdul-Alzeez  
Ron Jones

Father Alford /  
Troop Leader  
Steve Brodie

Jenny  
Erin Ashe

Annie Knowby / Grammy  
Lani Minella

Merchant  
Ryan Drummond

Guild Members  
Frank Caesar  
Dan Gastle  
Ron Jones

Professor Knowby  
Chris Wilcox

Deadites  
Marc Biagi  
Steve Brodie  
Lani Minella

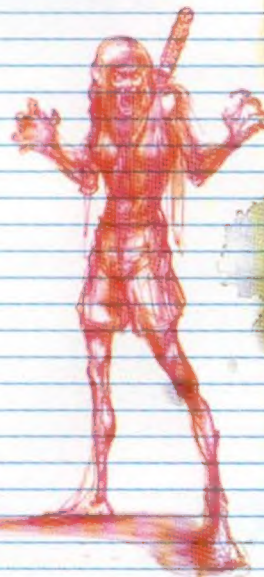
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Michael Rubinelli  
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Leslie Brown  
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Allison Locke  
Tiffany Ternan  
Jeremy Barnes  
Jack Suzuki  
Trent Gannin  
See Un Lee  
John Cooke  
Matthew O'Callaghan  
Pete Anderson  
Caitin Walter  
Hana Lui  
Kirby Smith  
Vinegrettes  
Kristin Prylow  
Ken Reinstein

All our wives, girlfriends,  
husbands, boyfriends,  
children and everyone  
else who supported us  
for the last year!

## Useful Tips

- If you feel a little overwhelmed by Deadites, try throwing out a snappy one-liner or two. It may just do the trick!
- Don't be afraid to put the hurt down on Deadites with a finishing move. You'll find it extra rewarding!
- If you ever feel unsure about something, look for various journals and notes left behind by those consumed by the Evil. Might find some useful info!
- If you're running low on supplies, you might just have to take out a few Deadites. Often times the best defense is a good offense!
- Use your ingenuity. Everyday items might become useful when used together or in the most unusual places.
- Don't be afraid to look around and check out the area. Otherwise, you might miss something important!





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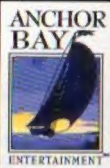


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## Warranty and Service Information

In the unlikely event of a problem with your product ("Evil Dead: Hail to the King"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **47045**. Please use this code to identify your Product when contacting us.

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### THQ Inc.

Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to; non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

### Warranty Limitations

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